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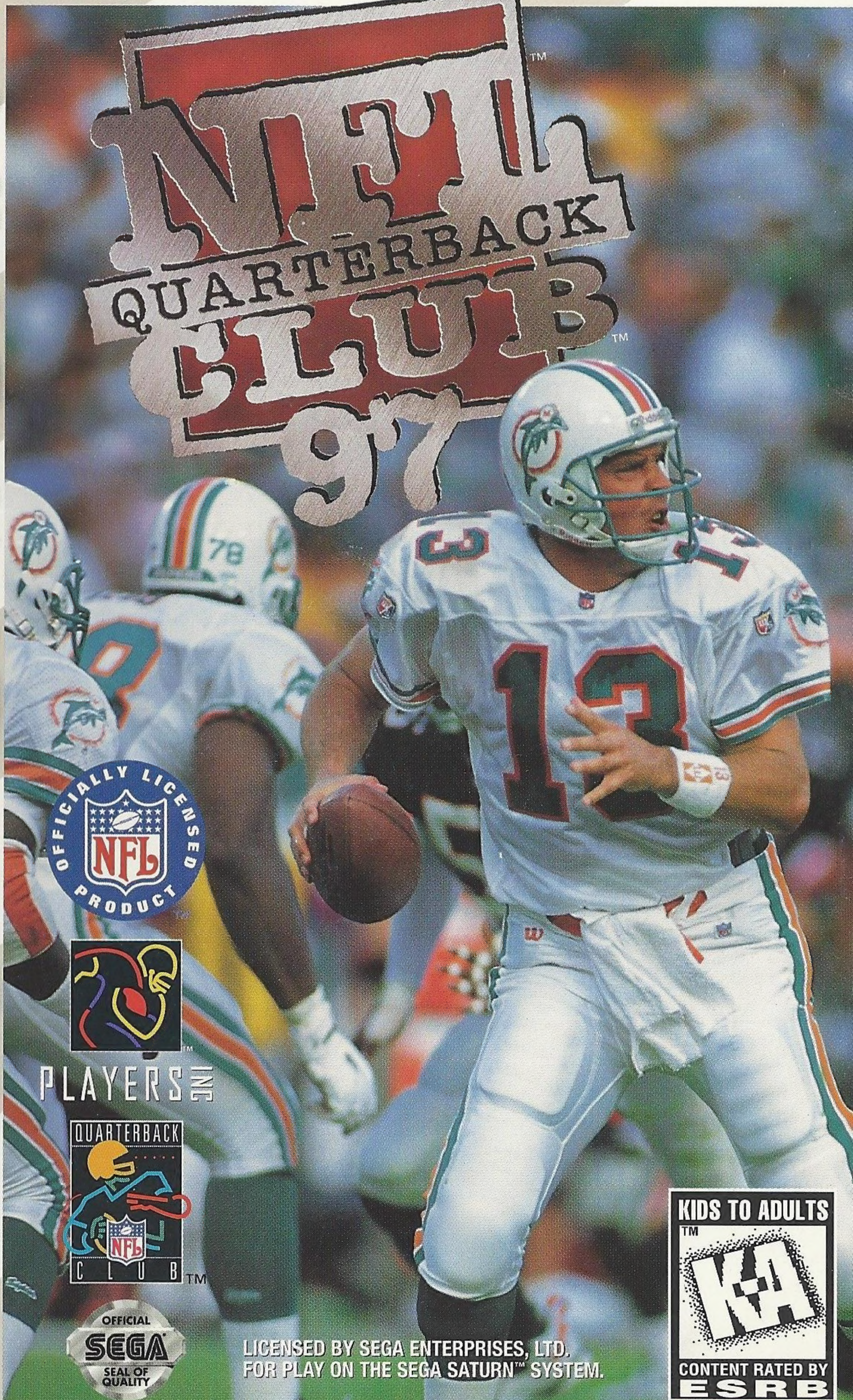
TM

NFL QUARTERBACK CLUB™

SEGA SATURN™



OFFICIALLY LICENSED NFL PRODUCT

PLAYERS INC™

QUARTERBACK CLUB™

OFFICIAL SEGA SEAL OF QUALITY

KIDS TO ADULTS
TM
CONTENT RATED BY ESRB

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

T-8136H

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

HANDLING YOUR SATURN DISC

- The Sega Saturn Disc is intended for use exclusively with the Sega Saturn™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in it's case when not in use. Clean with a lint – free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATE-NESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce pre-viously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symp-toms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any invol-untary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

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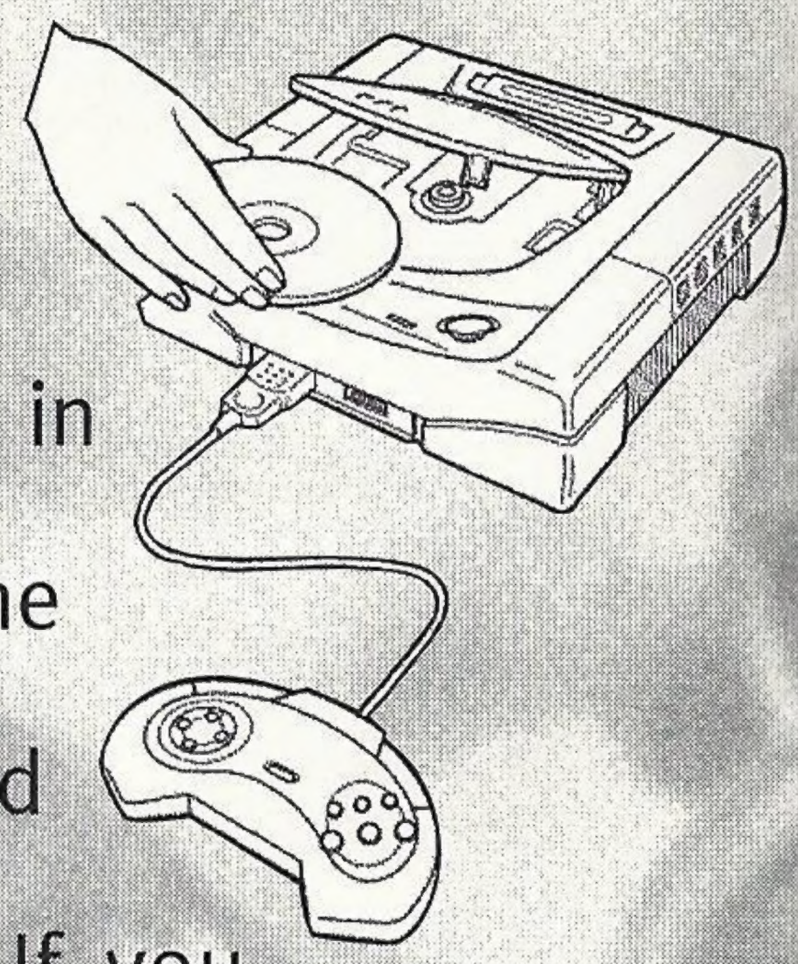
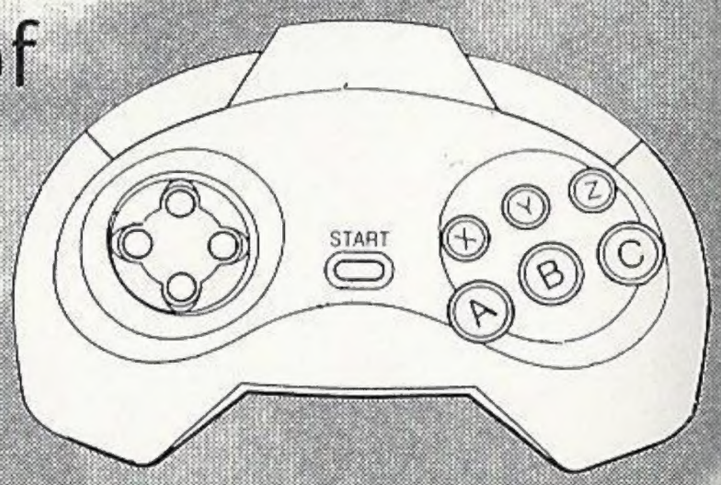
1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad 1 for a one player game and Control Pad 2 for a two player game. If you wish to play a multi-player game, plug in a Saturn Team Player™ adapter (sold separately) as described in its instruction manual.



Note: NFL™ Quarterback Club™ '97 is for up to 12 players.

2. Place the NFL™ Quarterback Club™ '97 disc, label side up, in the well of the CD tray and close the lid.



3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn™ console to display the on-screen Control Panel.

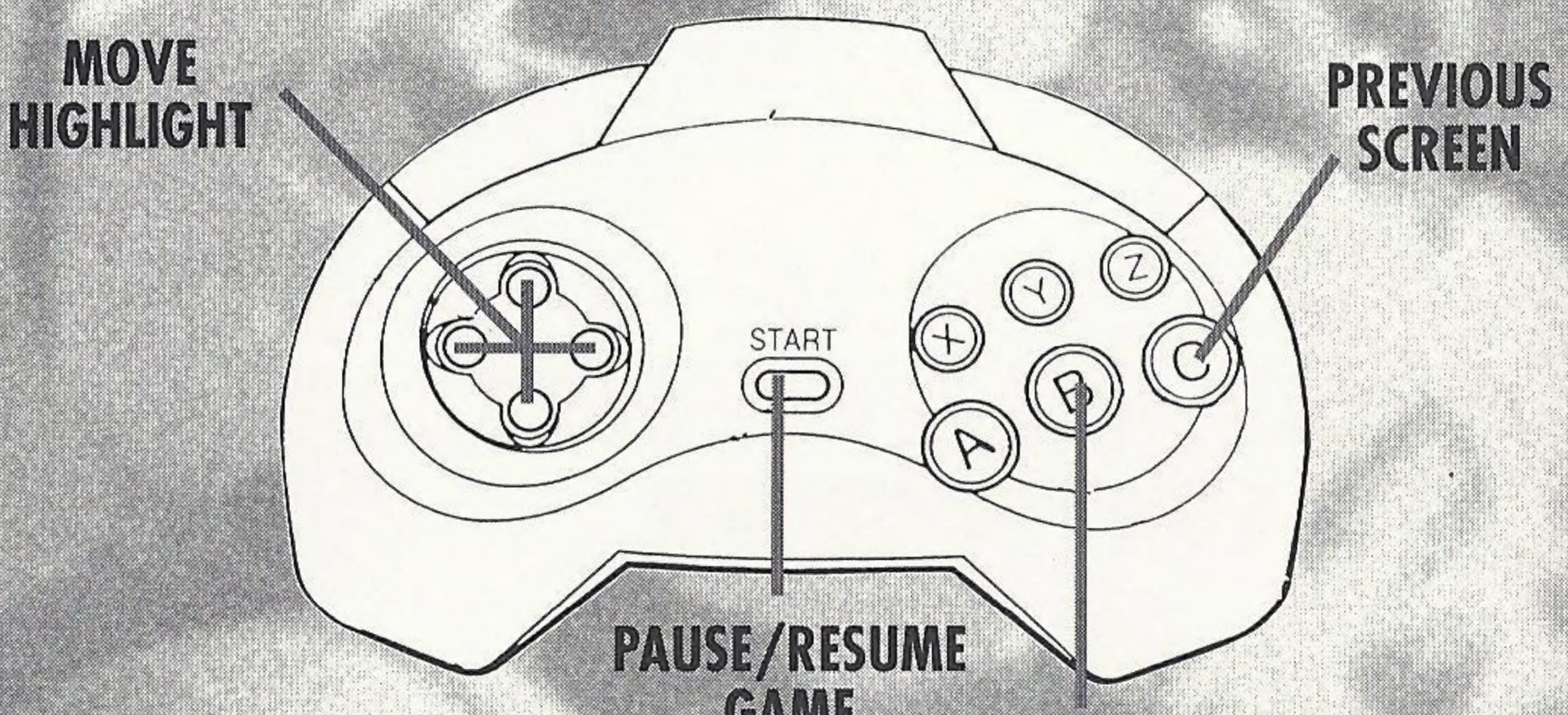
Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

WELCOME TO NFL™ QUARTERBACK CLUB™ '97!

Welcome to the action! If you're new to NFL™ Quarterback Club™, get ready to be blown away by the best quarterbacks in the business, leading your team to victory! If you've played before, you'll appreciate the host of new features in NFL™ Quarterback Club™ '97. Features like trading players, more on-screen plays to choose from, on-field referees, an on-field clock, and new improved player animations. Of course, you still have all the features you love, like all the player names and numbers with realistic career attributes. So lets quit the jawboning and get down to the field!

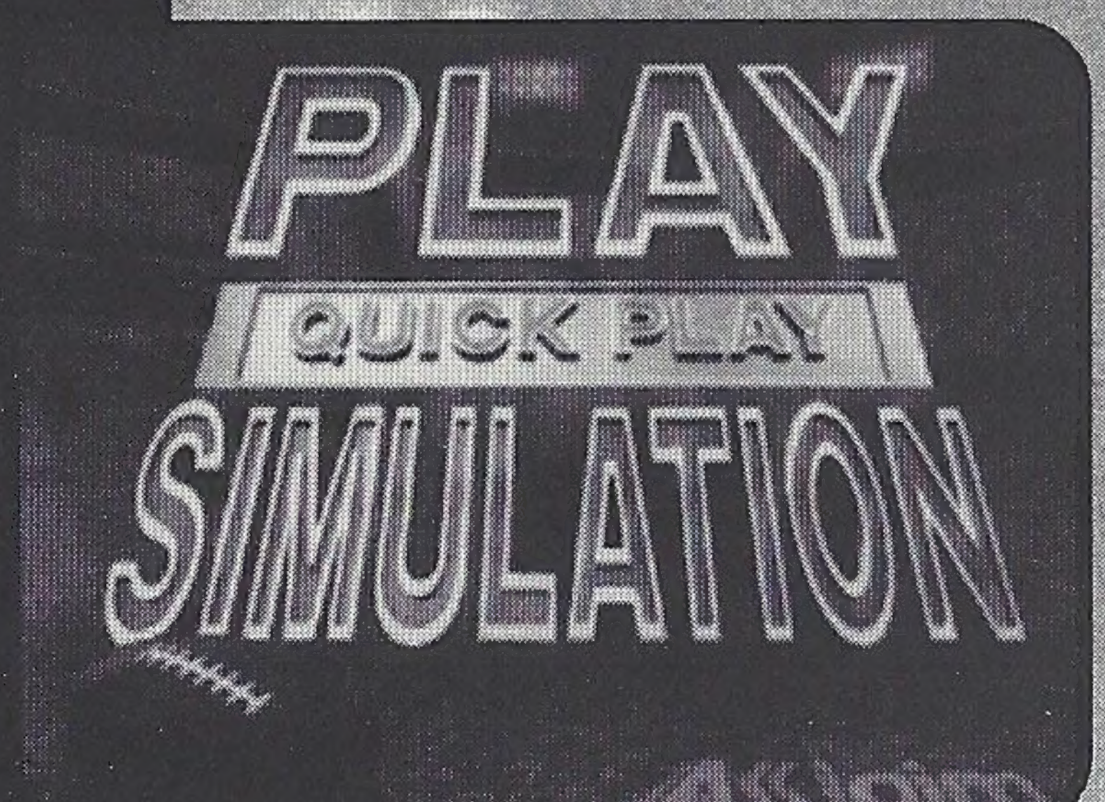
MOVING THROUGH THE GAME

On-screen help appears throughout the game, making NFL™ Quarterback Club™ '97 fast and easy to learn and play. Just watch the screen and follow the directions at the bottom of your screen!



See the enclosed **Quick Control cards** for default game controls, or **view Control under Options.**

GAME MODES



Press **UP** or **DOWN** on the **D-PAD** to highlight your choice, then press the **START** or **B BUTTON** to confirm your choice.

NFL™ PLAY

This mode features Preseason, Full Season, Playoff and Pro Bowl™ action, plus the ability to mold your own team via trades!

QUICK PLAY

Jump straight into action with Quick Play mode. In this mode, two teams are selected at random by the computer for a fast fix of Preseason action. Quarters are only five minutes each in Quick Play, and difficulty is set to Pro.

SIMULATION

This mode lets your imagination and adrenaline kick in as you play in the most incredible game situations of the past, present and future--or create your own! Can you defeat them all?

(See page 21 for more details on Simulation play.)

CALLING PLAYS

There are two play select modes, **Quick Select** and **Normal Select**. Plays are divided first by various defensive and offensive formations. Zone categories based on yardage situations (Short, Medium, Long, and Bomb Zone) appear next, finally branching out to a number of plays appropriate to the selected formation and yardage.

QUICK SELECT:

- Select your formation, then confirm your choice.
- Select a play in that formation, then confirm your choice.
- Get into the action!

NORMAL SELECT:

- Select the desired formation, then confirm your choice.
- Select the proper yardage situation and confirm your choice.
- Scroll left and right through the available plays, then press the action control **(A, B, C or Z)** for the desired play.

ONCE YOU'VE PICKED A PLAY, YOU CAN:

- Flip the Play (reverse the formation and direction of the play)
- Start Play (begin the action!)
- Choose No Huddle (or Flip Play/No Huddle!) No Huddle will take you back to the line of scrimmage following the play.

Play begins when the Quarterback snaps the ball.

USING AUDIBLES/ HYPER AUDIBLES:

To call regular Audible plays, you must first set audibles (see Pause options for details). When you get to the line of scrimmage press the **X BUTTON** to call an Audible, then press the letter associated with the desired play. To call a Hyper Audible, press the **Z BUTTON**, then the three-letter code associated with the desired play.

Hyper Audibles allow you to quickly call a play at the line of scrimmage without specifying the information. You simply input a three button sequence for the play situation and the computer will automatically pick one of the many appropriate plays.

	X	A	B	C	Z
PRESS 1		RUN	PASS		
PRESS 2		SHORT	MEDIUM	LONG	BOMB ZONE
PRESS 3	SIDELINE LEFT	LEFT	MIDDLE	RIGHT	SIDELINE RIGHT

	X	A	B	C	Z
PRESS 1				FIELD GOAL	PUNT
PRESS 2		NORMAL	*	RUN FAKE	PASS FAKE
PRESS 3	SIDELINE LEFT	LEFT	MIDDLE	RIGHT	SIDELINE RIGHT

* NORMAL, EXCEPT FOR DEFENSE
PUNT CASE: PUNT BLOCK

For example: a short run to the left would be input as A, A, A

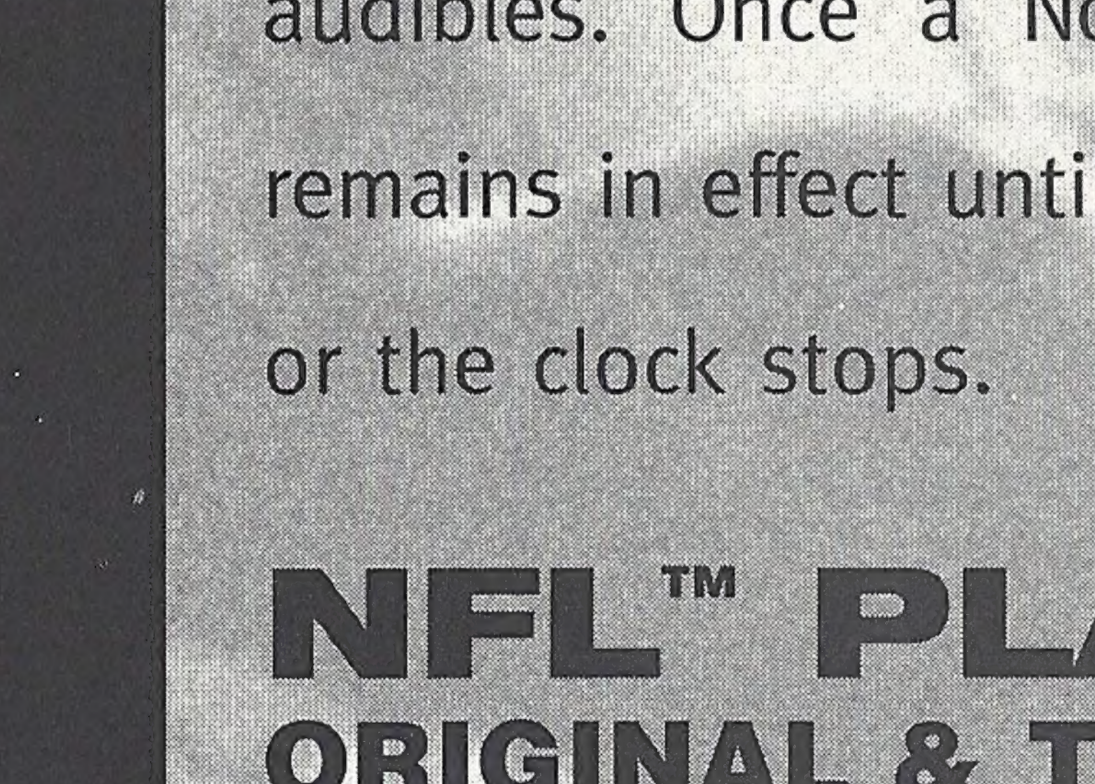
A Pass fake from a punt formation to the middle would be Z, Z, B

NO HUDDLE

This allows the player to set a "no huddle" situation on offense for the purpose of speedy game play or hurry-up and two-minute drill situations. If the no huddle option is set, no playbook options will appear, and players will call plays from their selected, default, or Hyper audibles. Once a No Huddle offense is set, it remains in effect until you select a Huddle setting or the clock stops.

NFL™ PLAY MODES

ORIGINAL & TRADED ROSTERS



In Preseason, Season or Playoff modes, you can use the default Original Roster, or use a previously saved Traded Roster. If you select a Traded Roster, you will go to the **Restore screen**, where you can choose one of five saved

rosters. You will then begin the selected game type with the specified roster. See **Trade Player** (page 12) for more on this mode.

PRESEASON

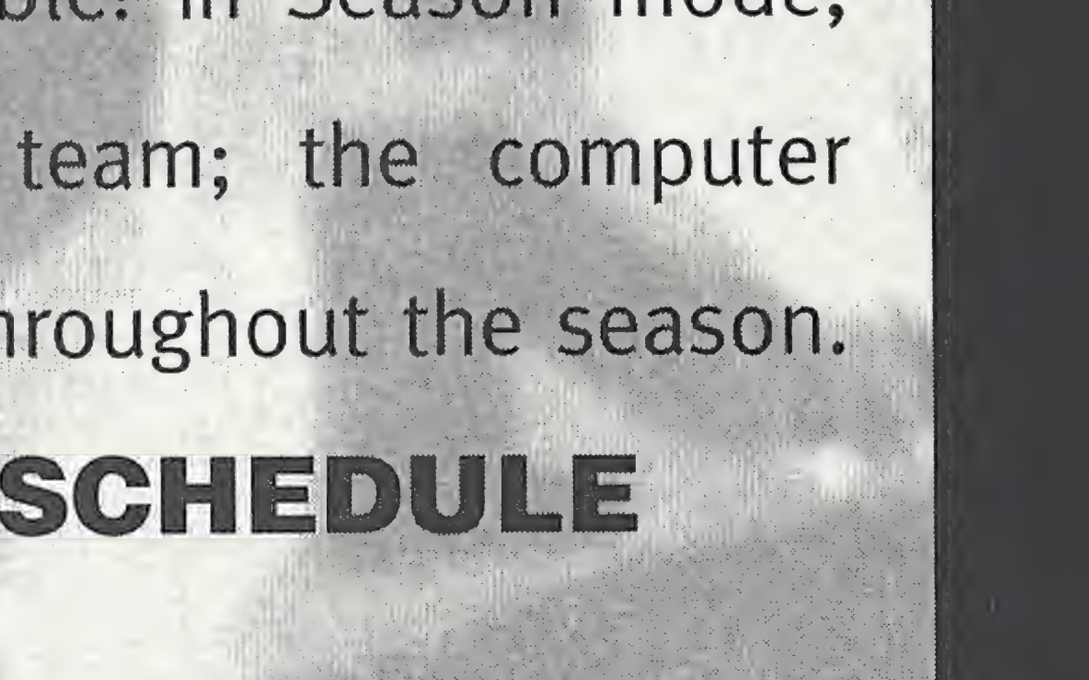
Practice your skills in this exhibition mode, then take your instincts and intensity into Season play. Preseason games are a great way to get a feel for the game!

NEW SEASON

Begin a new Season and coach your team all the way to the Super Bowl™! You can even upgrade your team using the Trade Players mode to build a team that's virtually unbeatable! In Season mode, you select only your own team; the computer determines your opponents throughout the season.

SAVING A SEASON SCHEDULE

At the end of every Season game, you will be given the option of saving your place in the schedule at the save screen. You can also enter the File Manager screen from here by pressing the **Y BUTTON**. This allows you to delete and manipulate saved files.



If you are using the Sega Memory Cartridge, you can choose between saving to the Cartridge or the internal memory by toggling with the **A BUTTON**. You can save your place to any available season schedule slot. If all the slots are full and you wish to save the current season, you must erase one of the existing seasons to do so. Highlight the slot you wish to save over. You will be asked if you wish to overwrite that season. Press the **B BUTTON** to do so. Your new season will replace the old one. Use the Resume Season feature to pick up any saved Season schedule.

SEASON STANDINGS

After each Season game, a standings screen appears, showing the current standings in your league. Toggle between AFC and NFC standings by pressing **LEFT** or **RIGHT** on the **D-PAD**. Press the **B BUTTON** to see the next opponent on your Season Schedule. Press the **START BUTTON** to make player controller selections, then it's on to the field--and victory!

RESUME SEASON

Pick up Season play where you left off last time!

Once you choose Resume Season, you'll see the Restore Screen, where you can select which of up to five saved seasons you wish to play. Then view the standings and your Season Schedule.

ENTER PLAYOFFS

Skip right to the playoffs on your way to the championship. Once you've selected the team you wish to control, press the **B BUTTON** to see the Playoff tree. If you don't like this playoff, pick a different year.

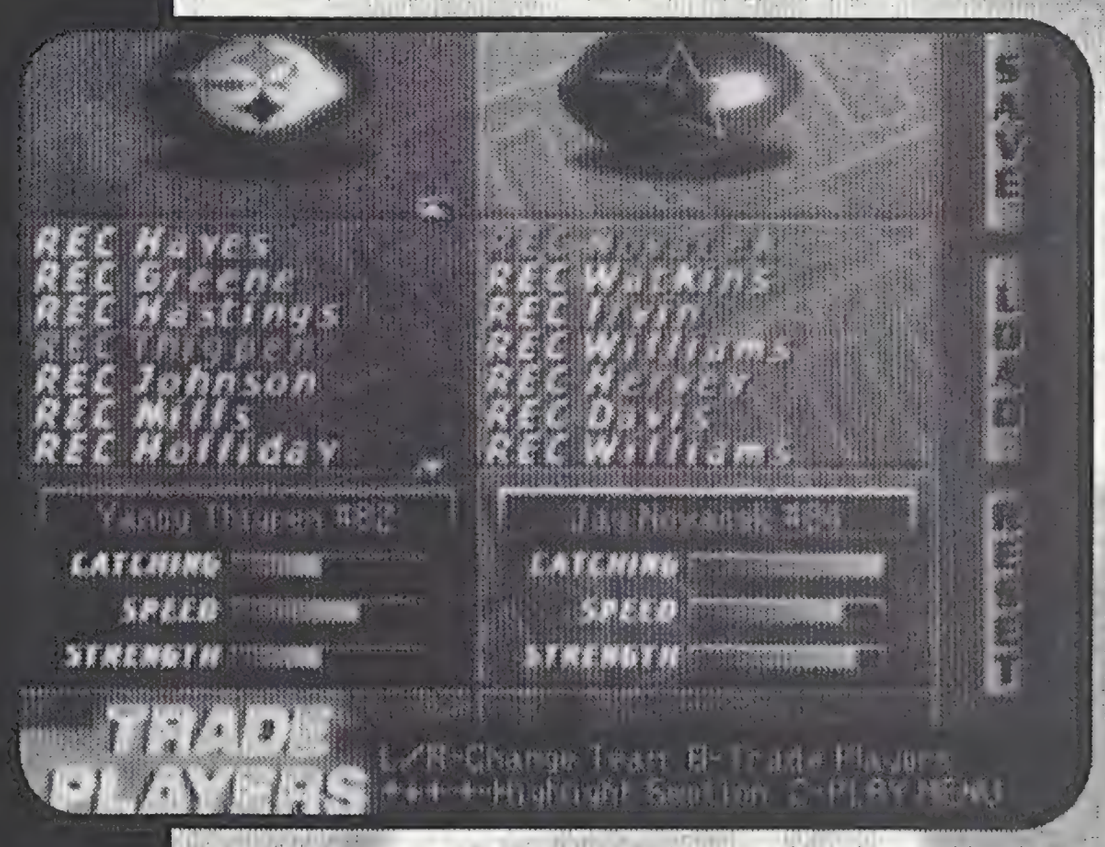
RESUME PLAYOFFS

Pick up your saved Playoff where you left off! From the **Restore screen**, view your saved Playoff tree before making the required choices and moving on to final Playoff victory!

PRO BOWL™

The best players in the AFC face their NFC counterparts in this one game all-star competition. First look at the NFC vs. AFC matchup. At the **player select screen**, move your controller under the team you want to be on. Now it's time to face the very best players in the opposing conference--think you can handle it?

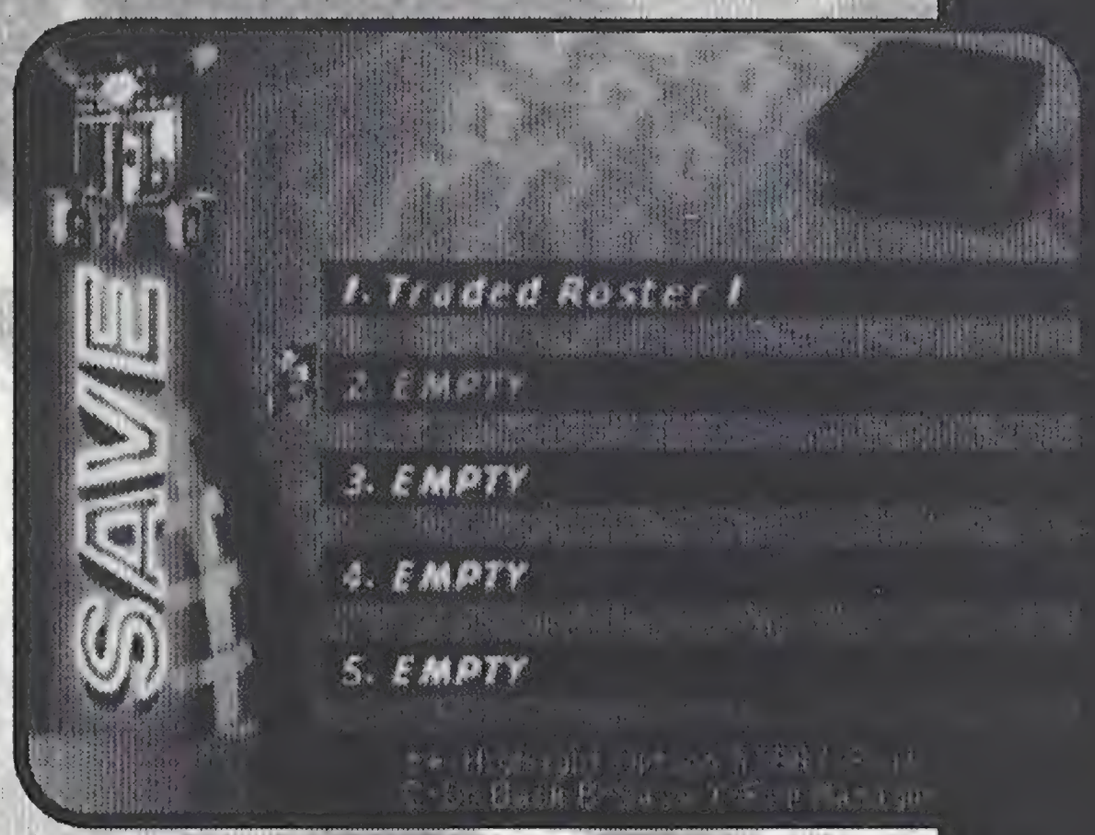
TRADE PLAYERS



Move through the various areas by pressing **LEFT** or **RIGHT** on the **D-PAD** to toggle from team area 1 to team area 2, or to the command bar on the far right, where you can Save, Load or Reset your team **rosters** (use the **UP** or **DOWN D-PAD**).

- **To trade players,** simply move your highlight to the team area on the left and press the **LEFT SHIFT** or **RIGHT SHIFT** buttons to toggle through teams, then do the same for a team on the right. You will see a roster of all available players on each team. Scroll the highlight to the position player you wish to trade (exchange). You can only trade players who play the same position, such as a running back for a running back. When a player is highlighted, his relevant attributes are displayed. Highlight the player you wish to trade for on the opposite team. Press the **B BUTTON**. Players will change teams. This process can be repeated as often as you like, between any teams.

Saving Rosters Once you've made all your league roster changes, select **SAVE** on the command bar and press the **B BUTTON**. You will go to the Save screen, where you can select one of 5 slots to save to. Highlight the desired slot and press the **B BUTTON**. (If all the slots are full, you can save over [overwrite] a previously saved slot. You'll be asked if you are sure. Select **YES** and press the **B BUTTON**.)



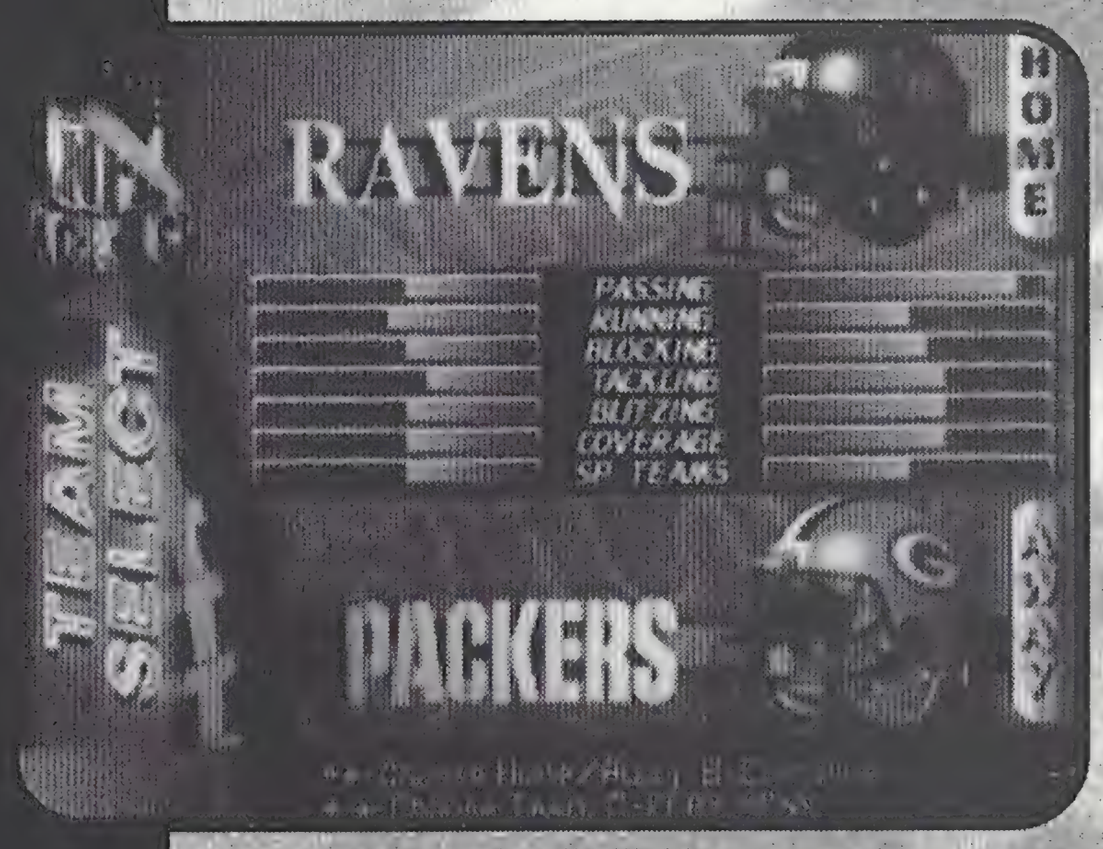
Loading Rosters To modify a previously saved roster, highlight **LOAD** and press the **B BUTTON**. At the Restore Screen, highlight the league roster you wish to load and press the **B BUTTON**. You will then return to the Roster screen, where you can resume swapping the beef.

Reset Rosters To reset rosters to the default settings, highlight **RESET** and press the **B BUTTON**. You will be asked if your are sure you want to Reset all rosters. Highlight **YES** and press the **B BUTTON** to reset. This does not affect Saved rosters.

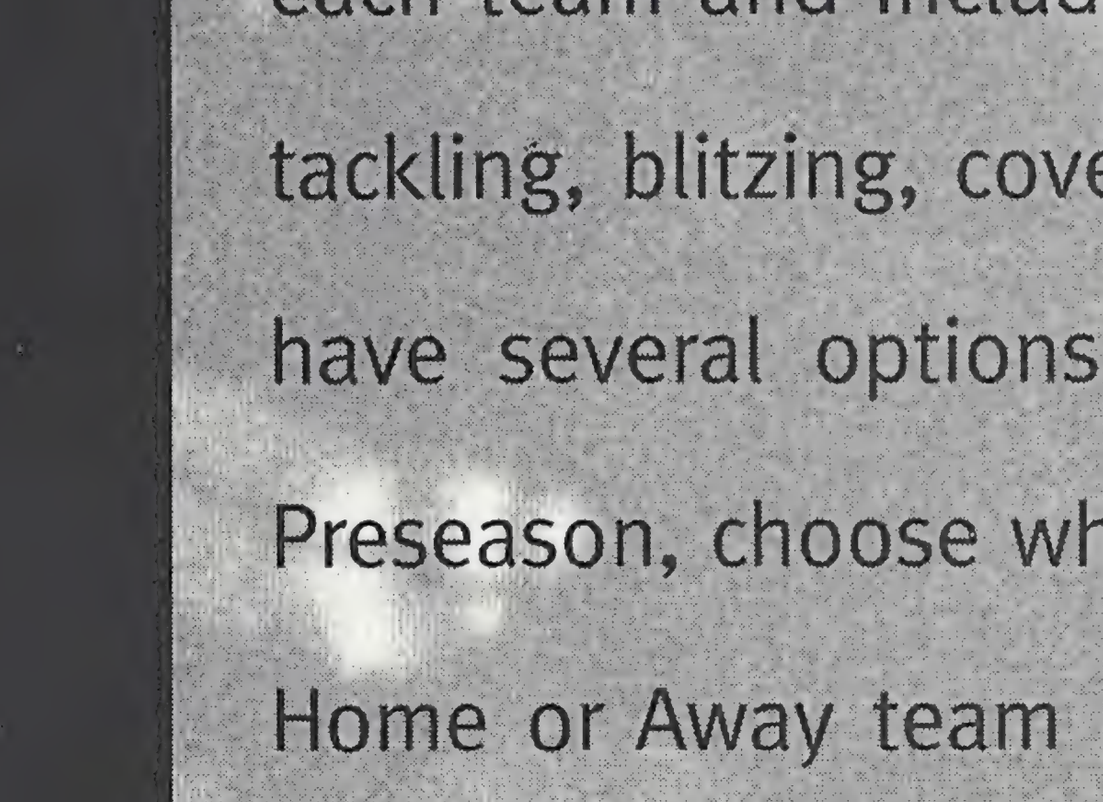
PLAY OPTIONS

Use this mode to pre-set NFL™ play mode options like Quarter length, Weather, Difficulty, and more! Some options only carry over in Preseason mode.

CHOOSING TEAMS



NFL™ Quarterback Club™ '97 features all 30 NFL™ teams. Once you've selected your game mode, choose which teams will be competing by pressing **LEFT** or **RIGHT** on the **D-PAD** to bring up each team helmet. Attribute rankings appear for each team and include passing, running, blocking, tackling, blitzing, coverage and special teams. You have several options when choosing a team. In Preseason, choose whether a team will play as the Home or Away team by pressing **UP** or **DOWN** on the **D-PAD**.



In Preseason, press the **START** or **B BUTTON** to import a quarterback to your team.

Quarterback Select Screen

In Preseason mode, you may substitute any NFL™ Quarterback Club™ member quarterback onto any team. Once this mode is selected, you will see each team helmet with the first string quarterback's name and attributes. Press **LEFT** or **RIGHT** on the **D-PAD** to scroll through the available quarterbacks. Press **UP** or **DOWN** on the **D-PAD** to toggle Quarterback Select between Home and Away team. Once you've made your selections, press the **START BUTTON** to choose player control selection.

GAME TIME

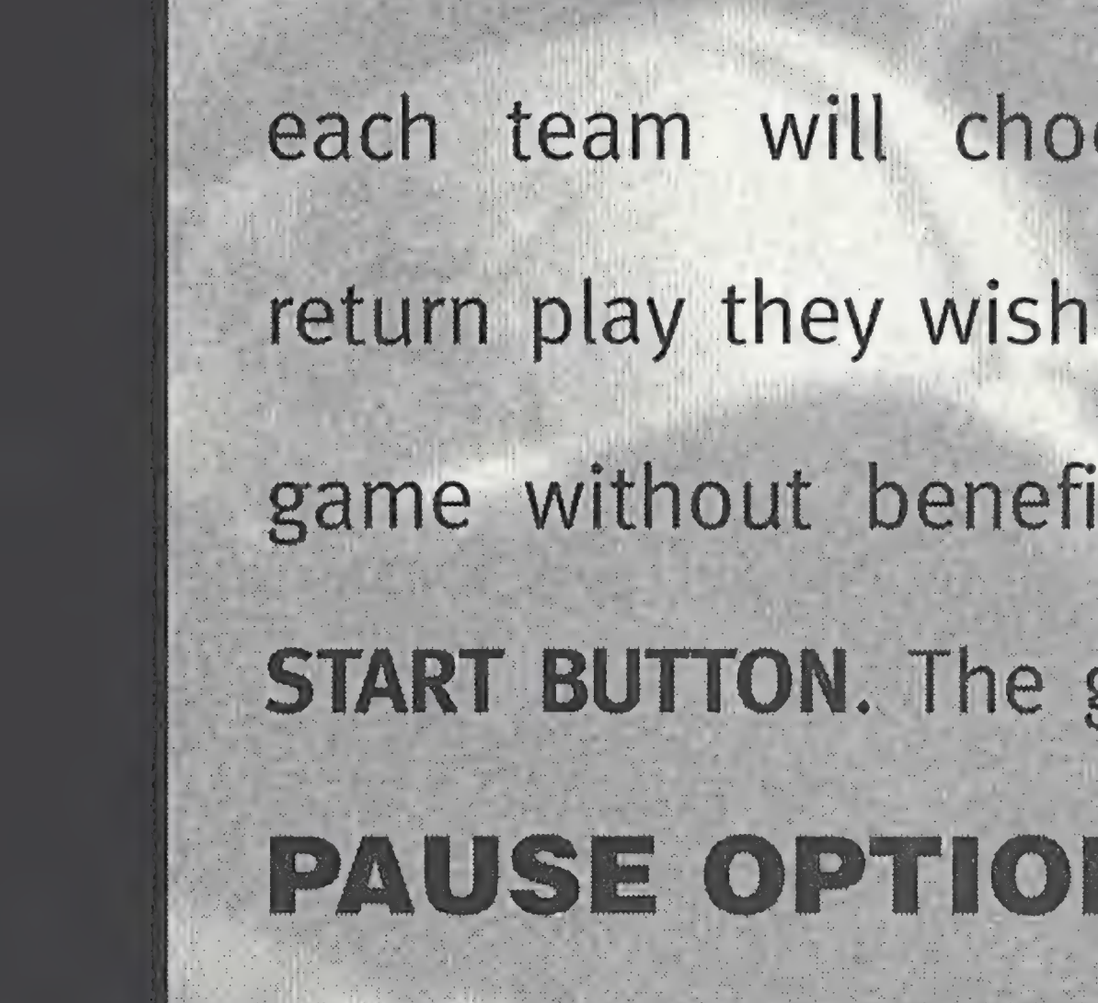
Player Control Select

Press **LEFT** or **RIGHT** on the **D-PAD** to move your controller to the team you wish to play on. Up to 12 players can elect to play as teammates or to be on opposing teams. If any player does not make a selection, the computer will control that player. Note that play calling is determined by the two lowest controller numbers on a team, with the lowest number calling plays as the Offensive Captain, and the next lowest as the Defensive Captain.

COIN TOSS

The coin toss determines who will kick off and who will receive. The visiting team calls the toss in the air. Press the **button (A or C)** corresponding to **HEADS** or **TAILS.** If you win the toss, you may elect to either kick off or receive by again pressing either the **A** or **C BUTTON** to make your choice. If you lose the toss, you get to choose which goal you wish to defend by pressing the **A** or **C** button to make your choice. After selecting, each team will choose the respective kick or return play they wish to run. To go directly to the game without benefit of a coin toss, press the **START BUTTON.** The game begins!

PAUSE OPTIONS SCREEN



At any time during game play, press the **START BUTTON** to halt game play and bring up the Pause Options Screen. This screen allows for plenty of gameplay and statistical options.

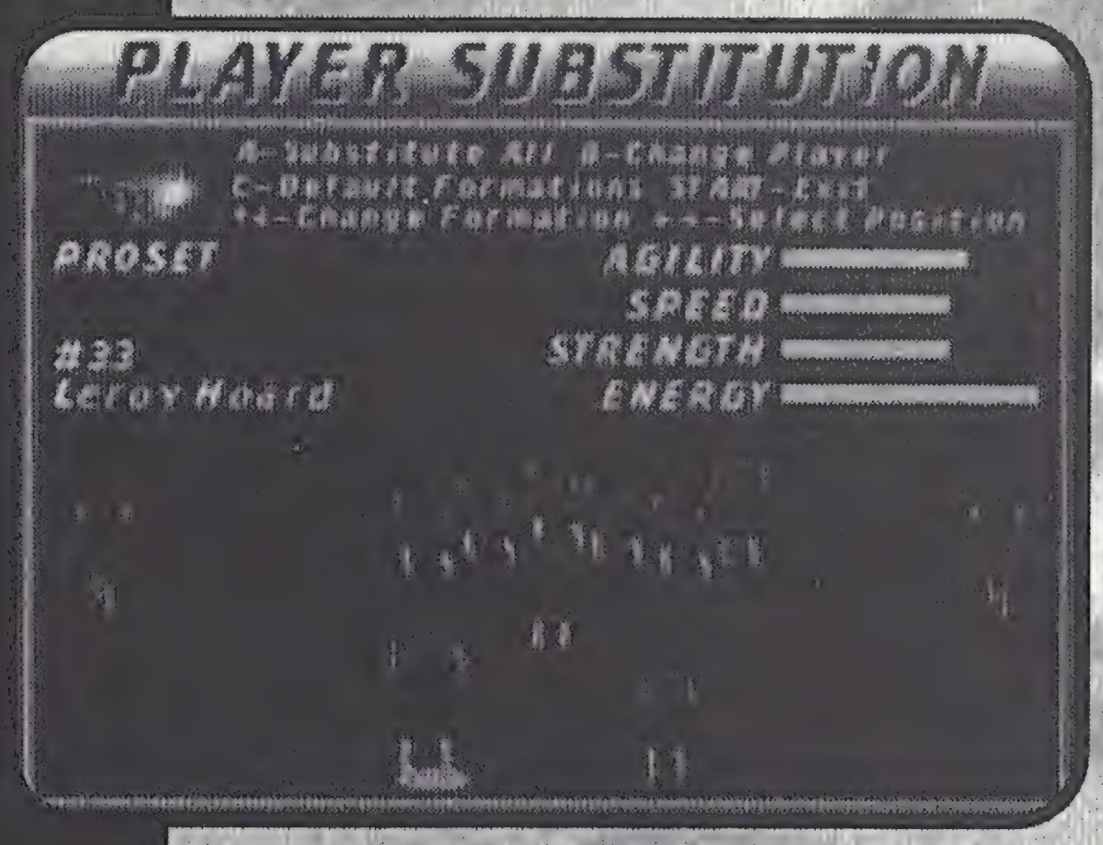
Time Out This enables you to call a time out and stop the game clock. The time out will be charged to the team that called up the Pause Options screen.

Smooth Cam Replay This will allow you to review and analyze the previous play from a wide range of perspectives. Use the **D-PAD** to move the camera's point of view to the ball, a specific player, or a particular area of the field. Press the **START BUTTON** to return to the Pause Options screen.

Camera View Camera View lets you set your game view just the way you want it. Choose from a full complement of camera views, then choose which angle you wish to view the action from. To select a camera view, press **UP** or **DOWN** on the **D-PAD** to highlight a view. The view of the field will change to the selected view. Change the camera angle by pressing **LEFT** or **RIGHT** on the **D-PAD** to toggle between eight compass directions. You can also create your own custom camera view, including the

viewing angle, amount of zoom and other options. Follow on screen prompts to do so. Note that the Lock on option will follow a particular player.

Substitute Player Choose this option to decide which player will be substituted for a player who's energy flags, decreasing his attribute levels. Energy levels decrease depending on a given player's involve-ment in a game. A player's current energy appears on this screen.



Set Audibles: This allows you to access your playbook and assign specific plays to the **A, B, C** or **Z BUTTONS** for audible use. Press **LEFT** or **RIGHT** on the **D-PAD** to scroll through the plays, then press the **A, B, C** or **Z BUTTONS** when the specific play you want assigned to that button is in the box labeled with that button's letter. Press the **Y BUTTON** to move the highlight between Offensive and Defensive plays. Press the **START BUTTON** to return to the Pause Options screen.

No Huddle This option turns off No Huddle mode if it was selected when calling a play.

Drive Summary This provides you with details of the current drive, including how the team with the ball gained possession. The screen will also provide you with a statistical breakdown of that drive. Press the **B BUTTON** to return to the Pause Options screen.

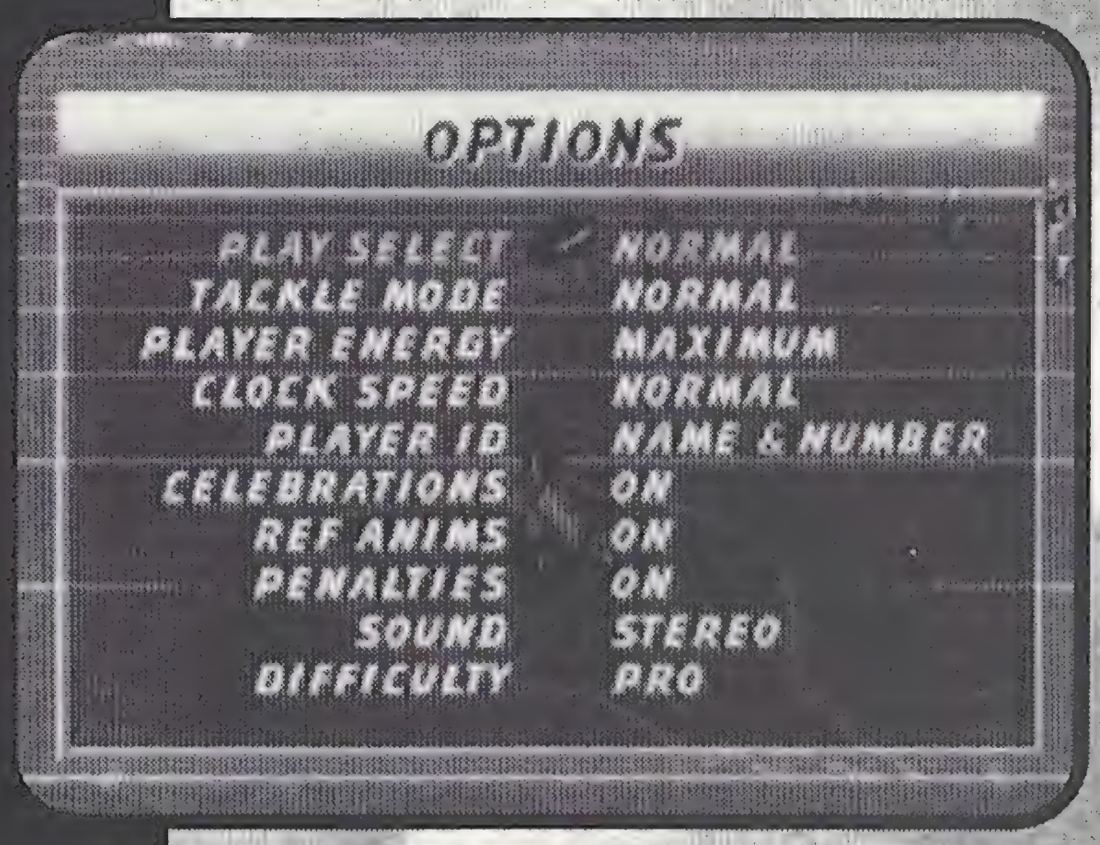
Game Stats This allows you to view a comprehensive compilation of statistics for the game up to that point. Press **UP** or **DOWN** on the **D-PAD** to scroll through the statistical listings, and the **B BUTTON** to view different categories, such as offense, defense and special teams.

Player Statistics This option allows you to see game stats for each player on your team. Use the **D-PAD** to scroll through players and stats. Press the **A BUTTON** to view an opponent's Player stats. Press the **B BUTTON** to view different position stats, such as quarterback, kicker, etc.

Season Statistics In season mode, this allows you to view a complete list of your team's progress, including offensive, defensive and special teams statistics!

Controllers This option allows new players to join a team or current ones to leave off play or change teams.

GAME OPTIONS



PLAY SELECT Choose between Quick and Normal play calling modes.

TACKLE MODE Choose between **Normal** and **Power Shuck** tackle modes. When Power Shuck is selected, rapidly pressing the **B BUTTON** allows an offensive player to break tackles, and a defensive player to increase his chances of making a tackle by dragging a player down.

PLAYER ENERGY Choose to have player's energy realistically depleted during game play by choosing Realistic, or have them retain 100% energy by choosing Maximum.

CLOCK SPEED Choose to have the clock run at Normal, Accelerated or Turbo speed.

PLAYER ID Select whether you wish to have player's Name, Number, Name & Number or None (no display) shown below each player on screen.

CELEBRATIONS Choose to play with animated Player celebrations ON or OFF.

REF ANIM Choose to play with referee animations ON or OFF.

PENALTIES Choose to play with some penalties OFF or ON.

SOUND Choose between Stereo and Mono sound.

DIFFICULTY Choose between Rookie, Pro and All Pro skill levels.

RESTART GAME This allows you to cancel all game play up to this point (including stats) and start over at the opening kickoff. The teams and options remain as you set them previously.

QUIT GAME Time to hit the showers, boys! Return to the Main Menu by selecting this option.

SIMULATION

Simulation mode brings you action right out of the history books or your own imagination. Play in pre-simulated future game situations, or create your own unique game situations, then pull off the impossible win!

Historic Simulations recreate some of the greatest moments in football history, with 50 different situations to choose from! Plus, once you get a certain number of Historic Simulation wins under your belt, you'll earn special bonuses!

Custom Simulations lets you create and save up to 5 simulations for future play! You determine the exact game circumstances--even the weather! Press the **A BUTTON** to access **Save** and **Restore** functions.

QUARTERBACK PROFILES

TROY AIKMAN

Troy's signature play is the "Troy Toss."

JEFF BLAKE

Blake's signature play is the "Blake Bomb."

DREW BLEDSOE

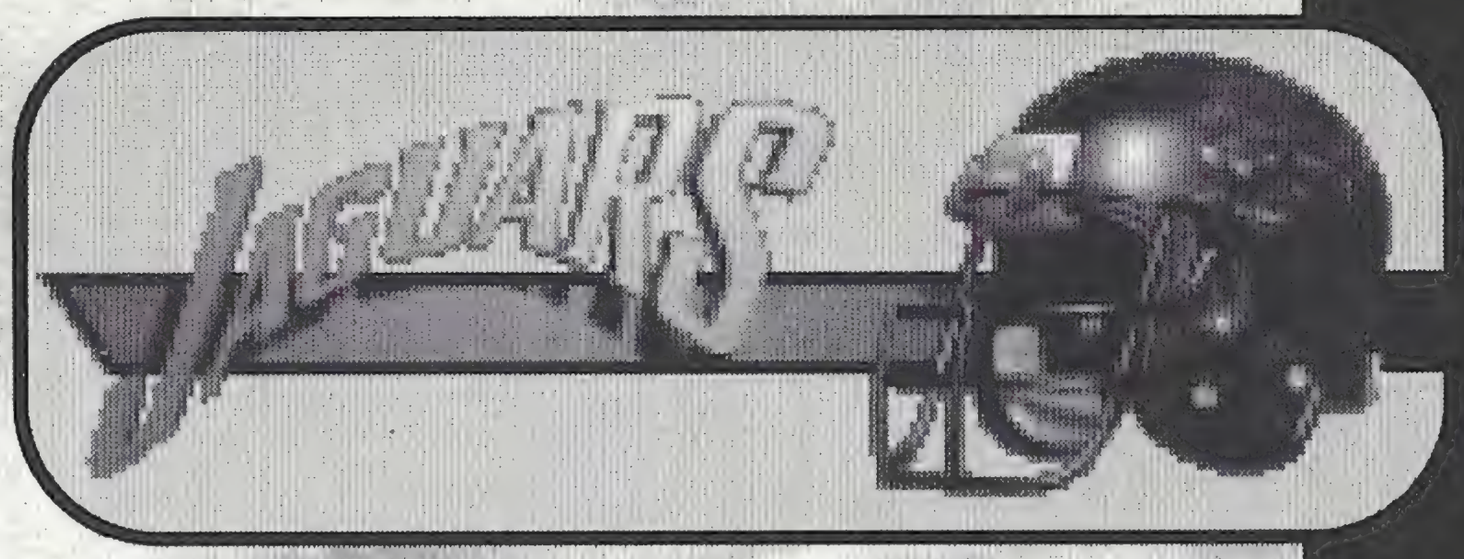
Bledsoe's signature play is the "Drew Blood."

DAVE BROWN

Brown's signature play is the "Brown Bag."

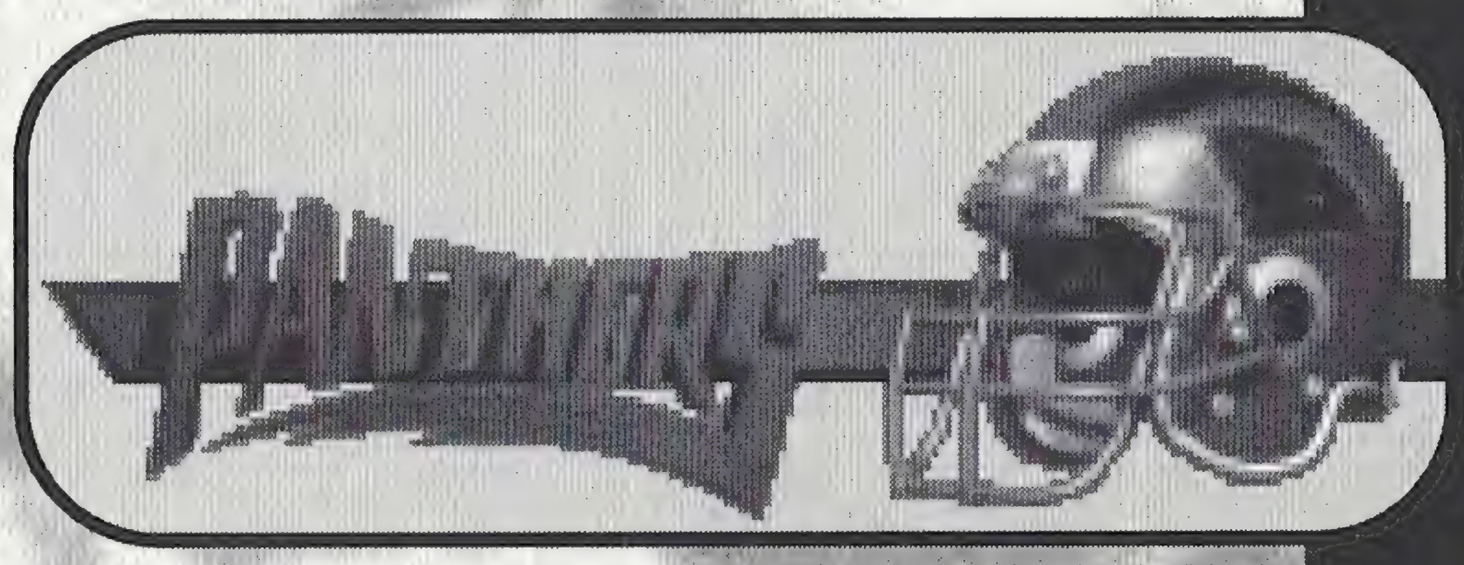
MARK BRUNELL

Brunell's signature play is the "Mark Spark."



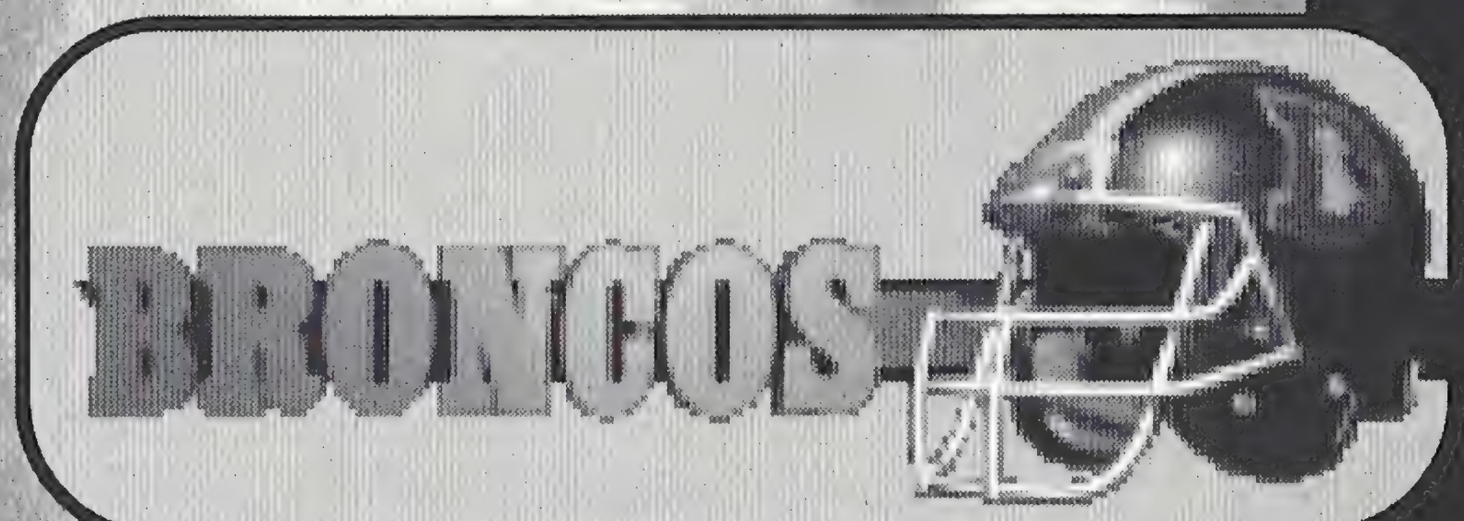
KERRY COLLINS

Collins' signature play is the "Kerry Kut."



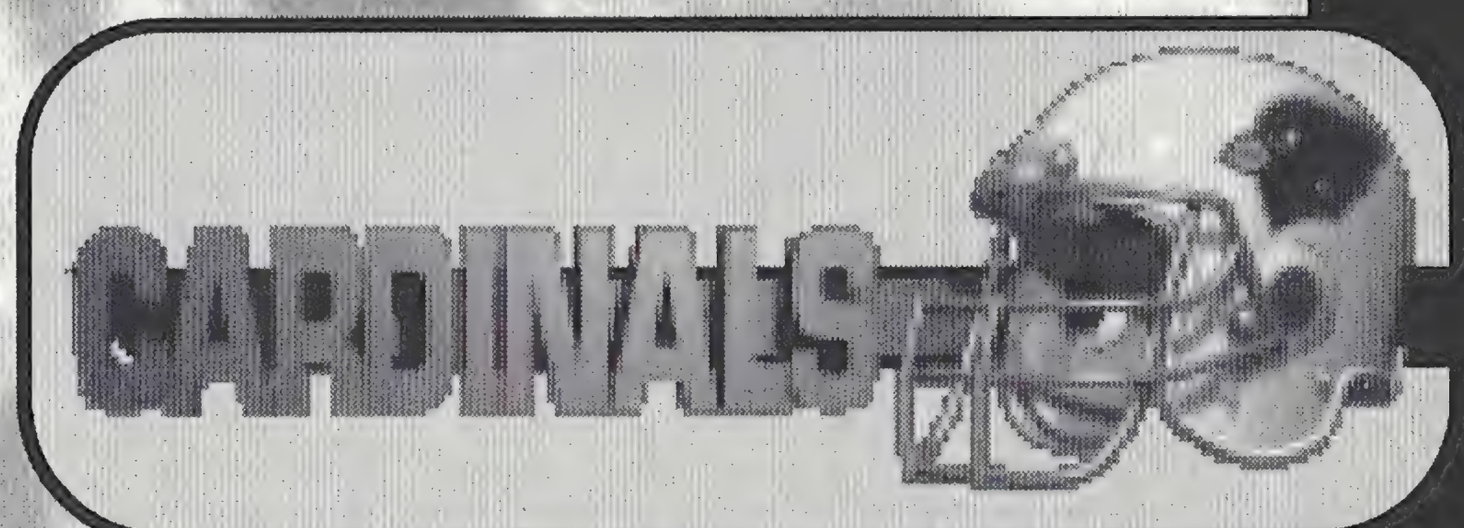
JOHN ELWAY

Elway's signature play is the "El Way2Go."



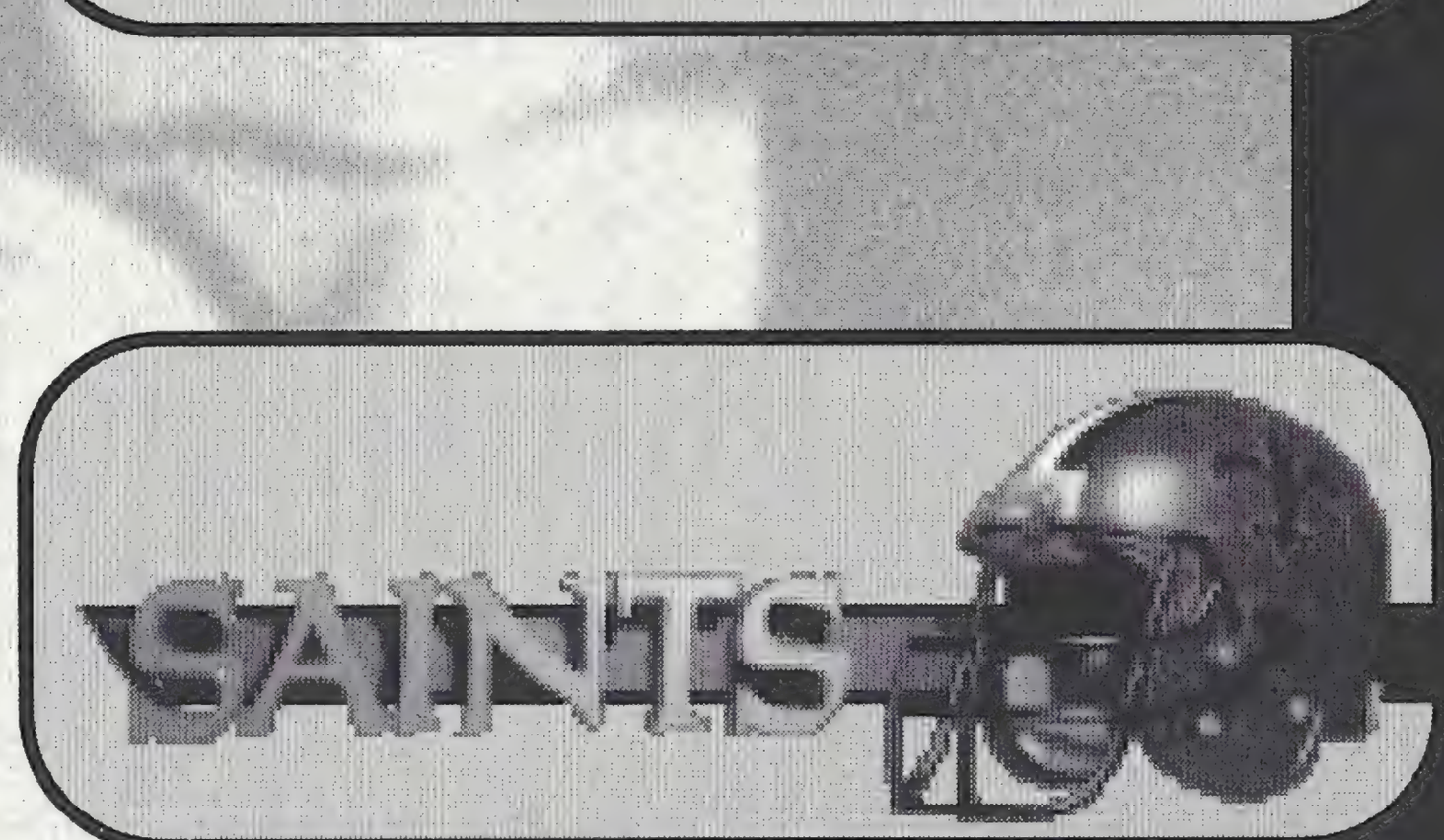
BOOMER ESIASON

Esiason's signature play is the "Boom Boom."



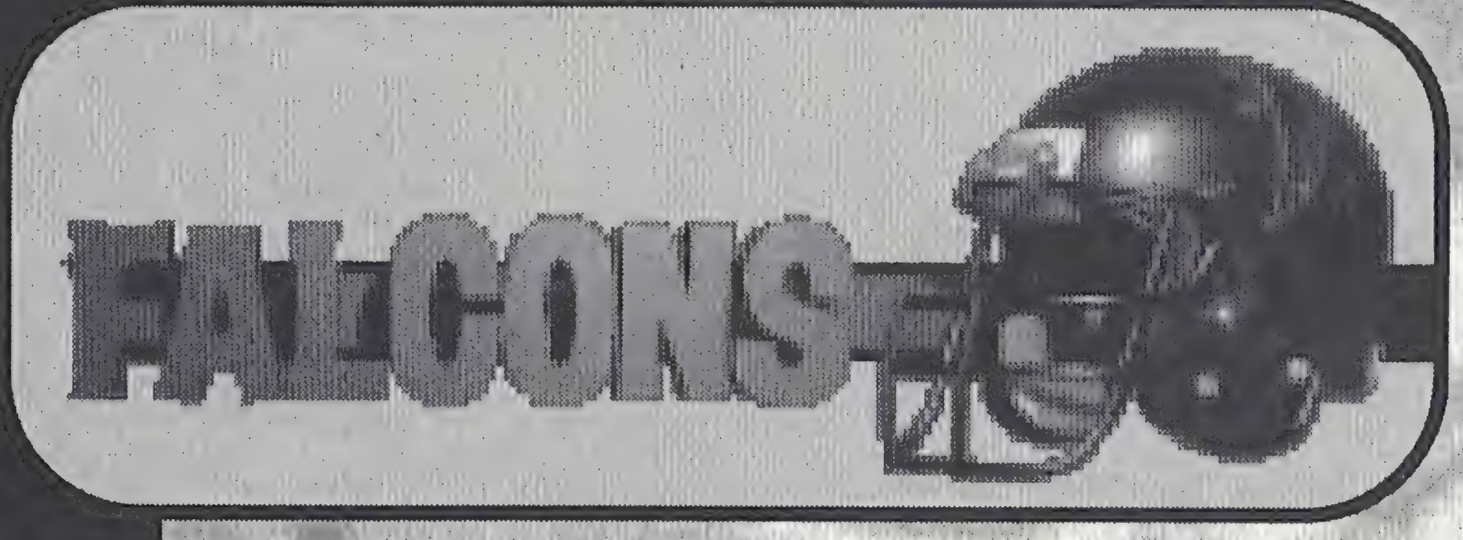
JIM EVERETT

Everett's signature play is the "Saint Jim."



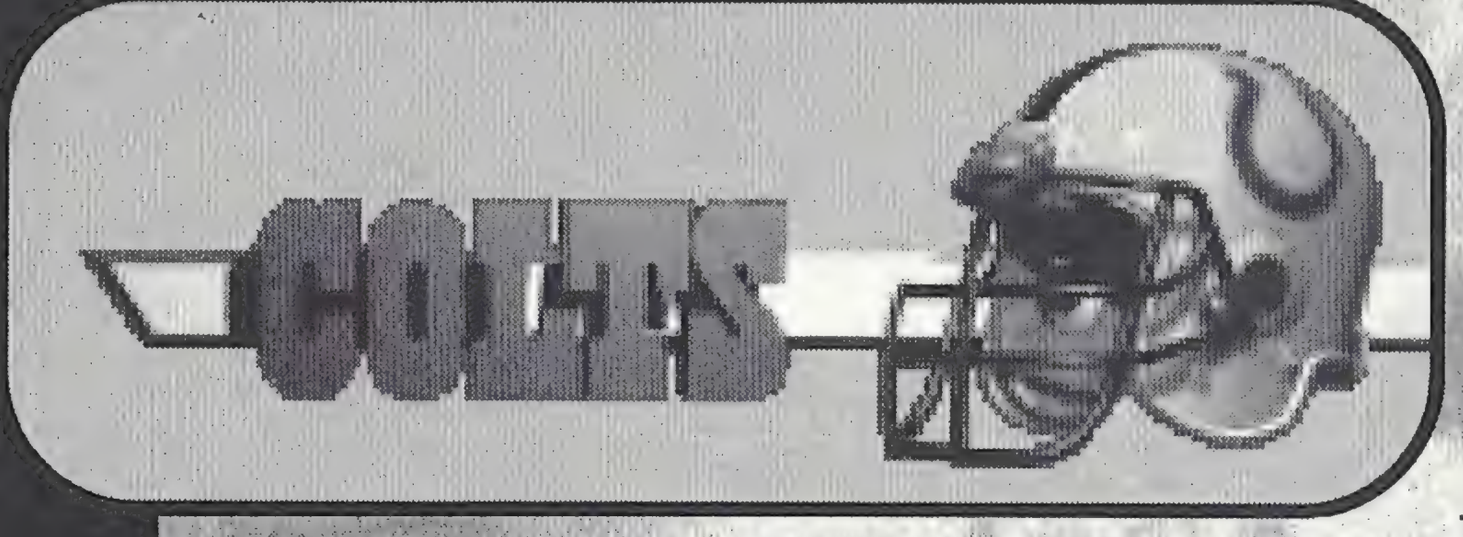
BRETT FAVRE

Favre's signature play is the "Far Favre."



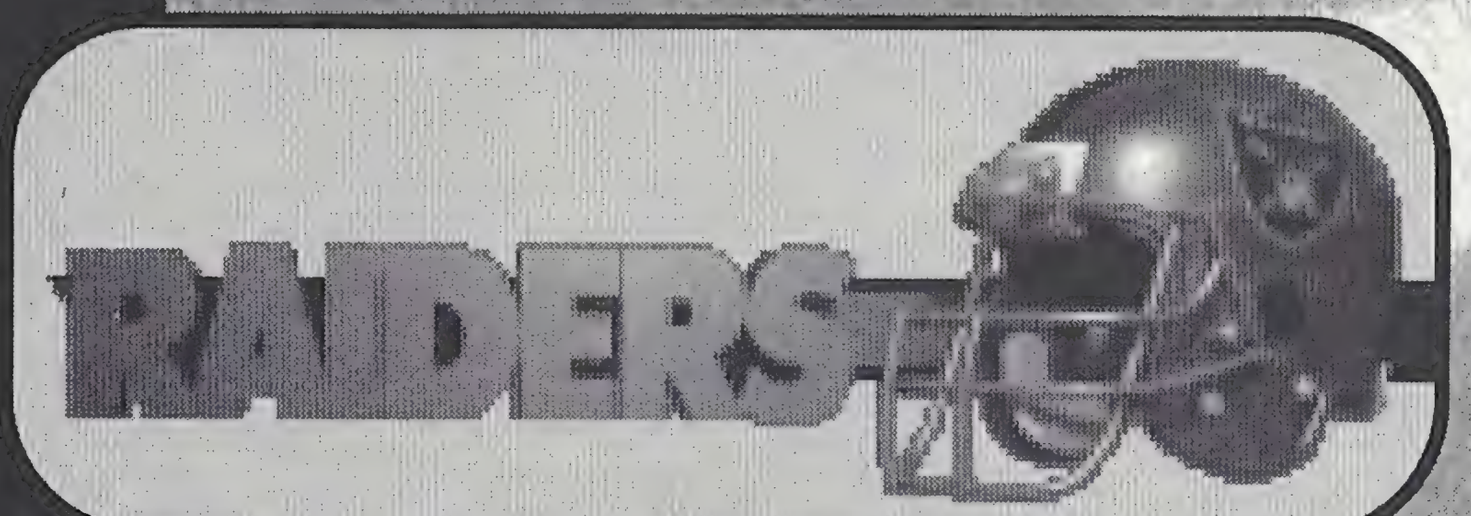
JEFF GEORGE

George's signature play is the "By George."



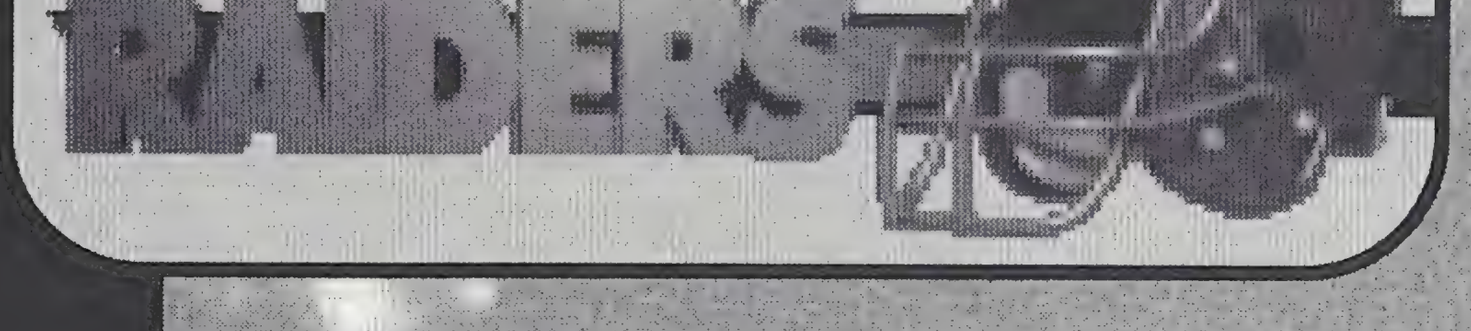
JIM HARBAUGH

Harbaugh's signature play is the "Slim Jim."



JEFF HOSTETLER

Hostetler's signature play is the "Howitzer."



JIM KELLY

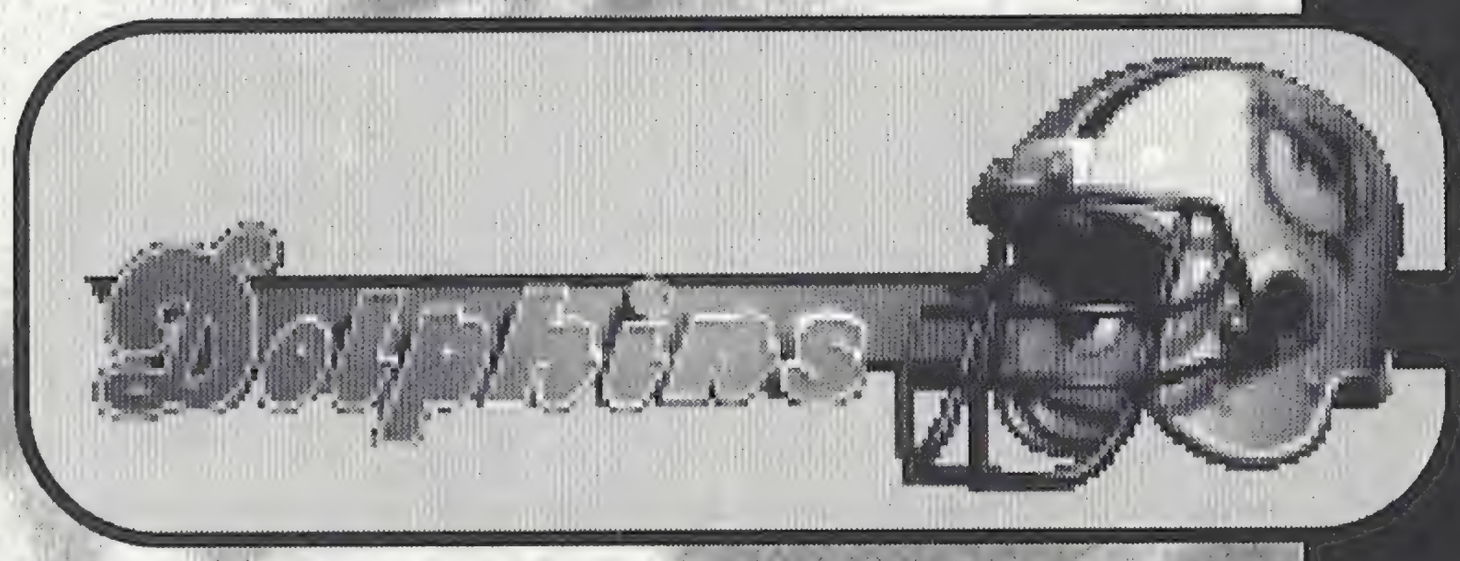
Kelly's signature play is the "Kelly Read."

DAVID KLINGLER

Klingler's signature play is the "Air Raid."

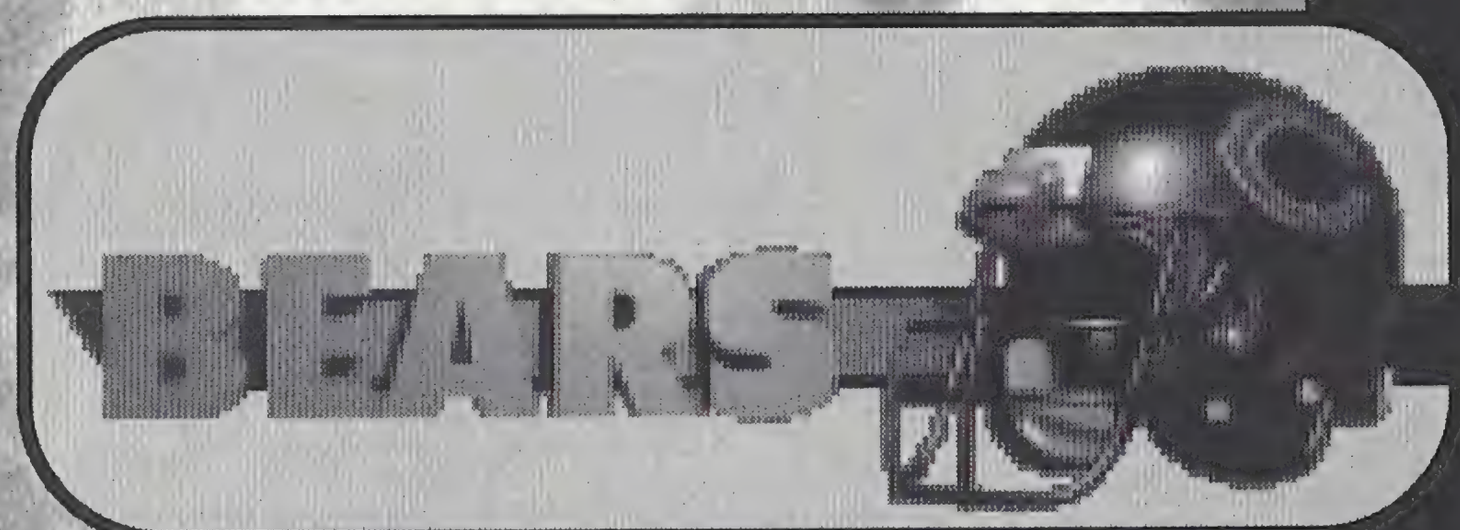
BERNIE KOSAR

Kosar's signature play is the "Miami Ice."



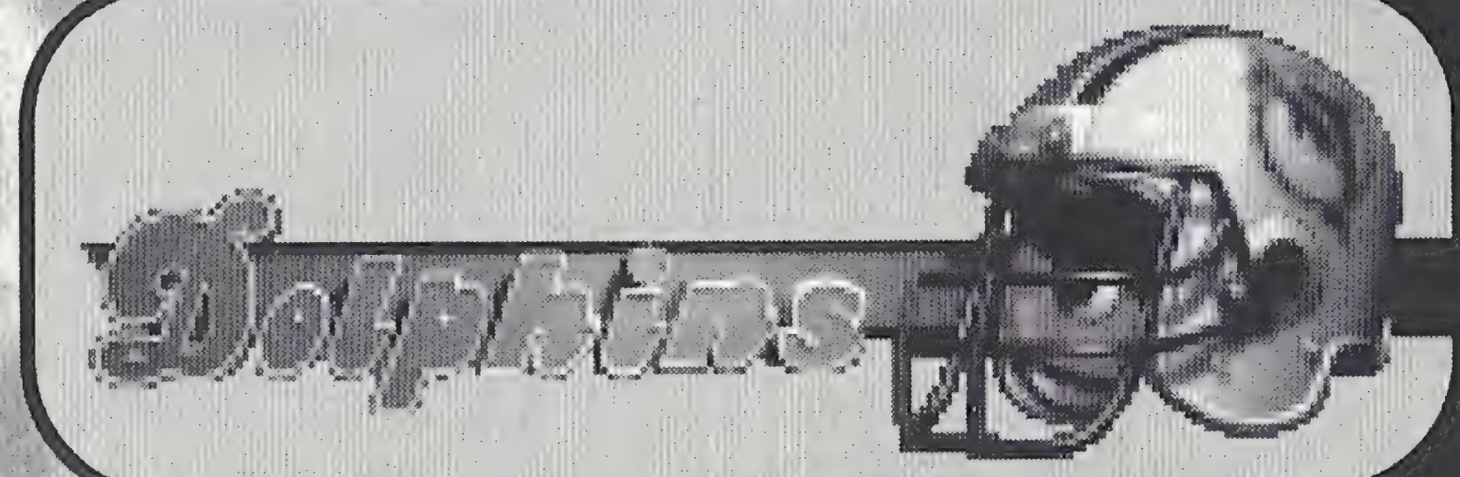
ERIK KRAMER

Kramer's signature play is the "Bear Bite."



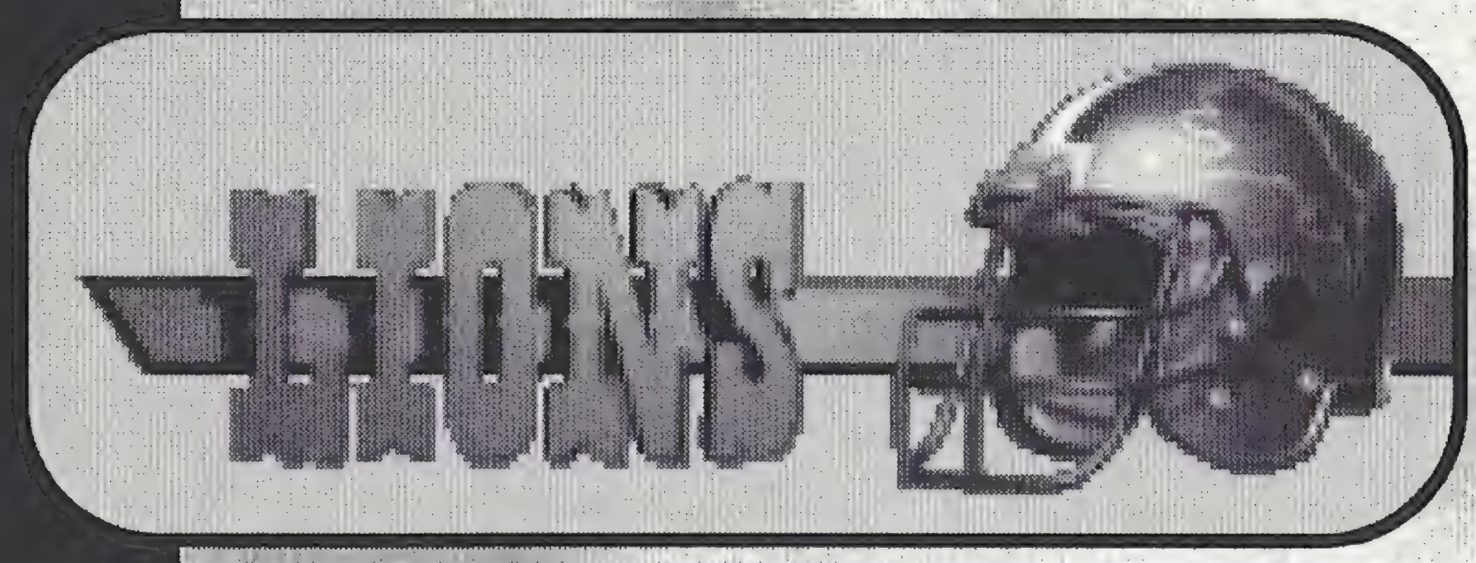
DAN MARINO

Marino's signature play is the "Dan D Man."



RICK MIRER

Mirer's signature play is the "Rick Route."

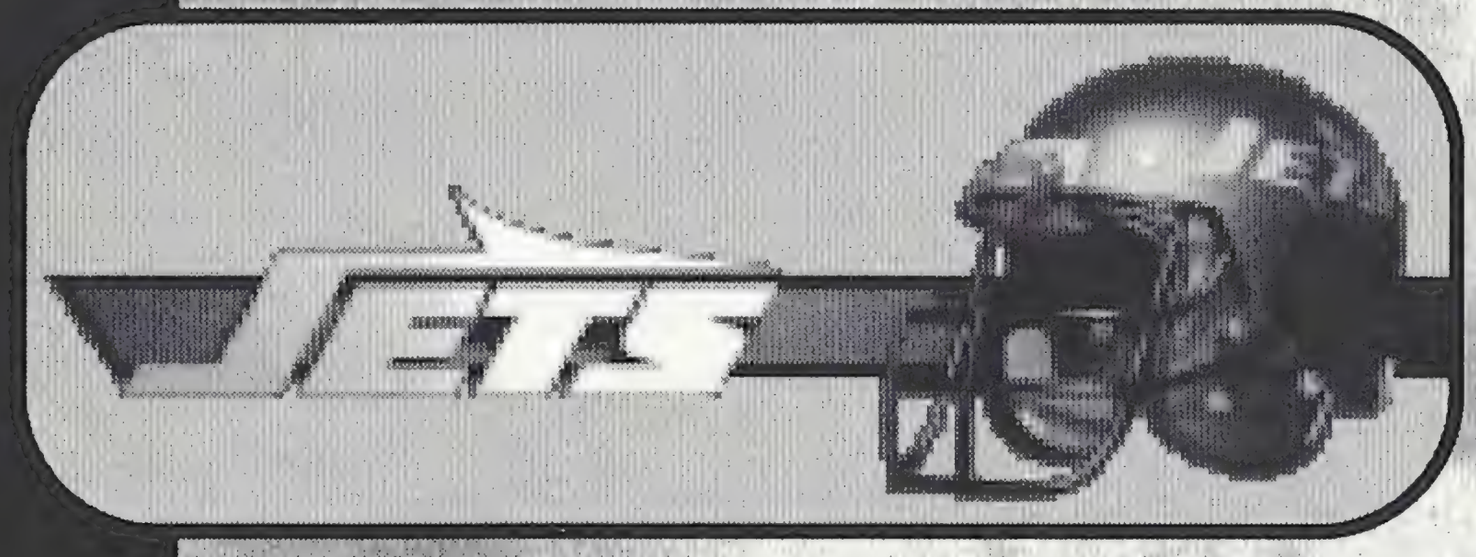


SCOTT MITCHELL

Mitchell's signature play is the "Lion Roar."

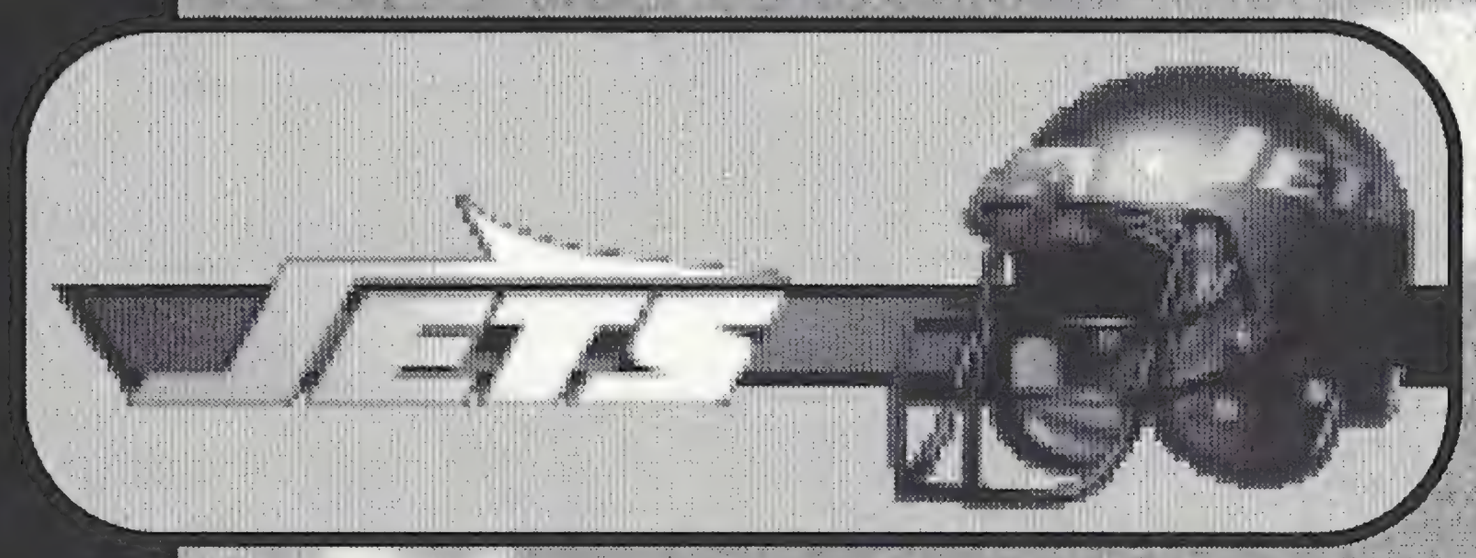
WARREN MOON

Moon's signature play is the "Moon Beam."



NEIL O'DONNELL

O'Donnell's signature play is the "Jet Stream."



FRANK REICH

Reich's signature play is the "Fly Frank."

HEATH SHULER

Shuler's signature play is the "Heath Hike."

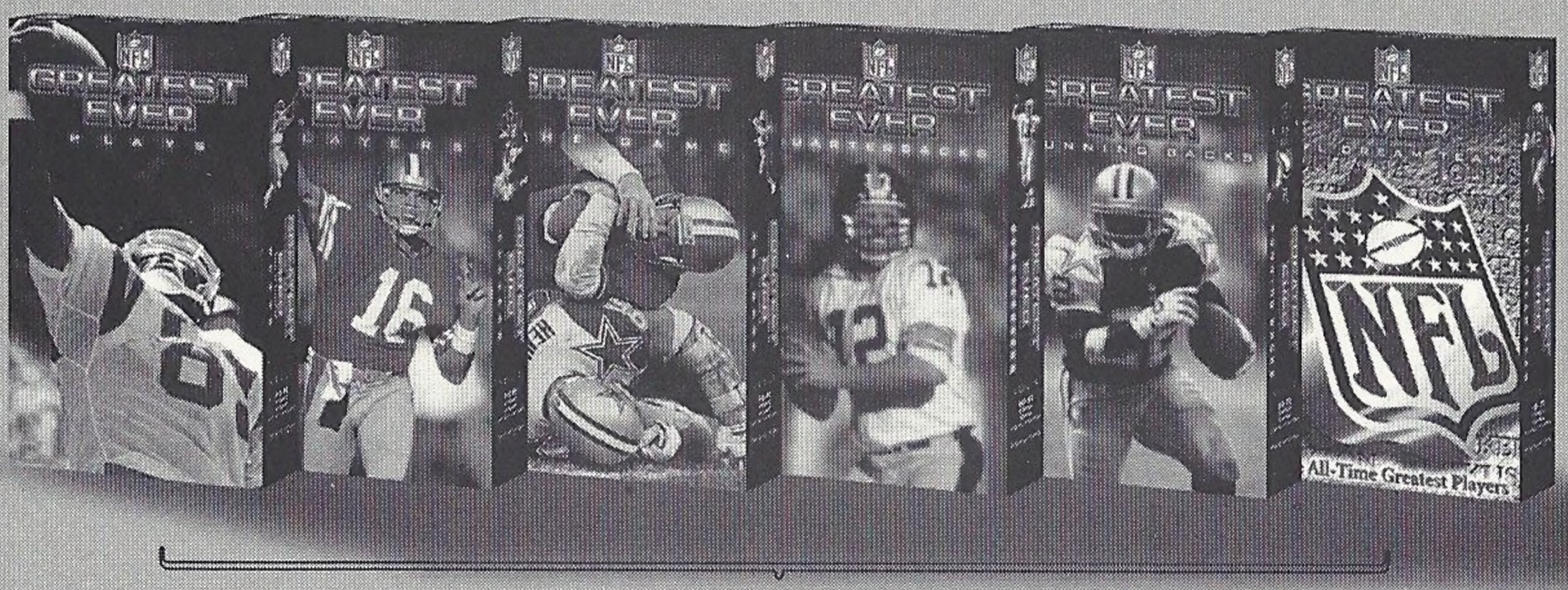
KORDELL STEWART

Stewart's signature play is the "Stew It Up."

STEVE YOUNG

Young's signature play is the "Young Gun."

PLAY FOOTBALL



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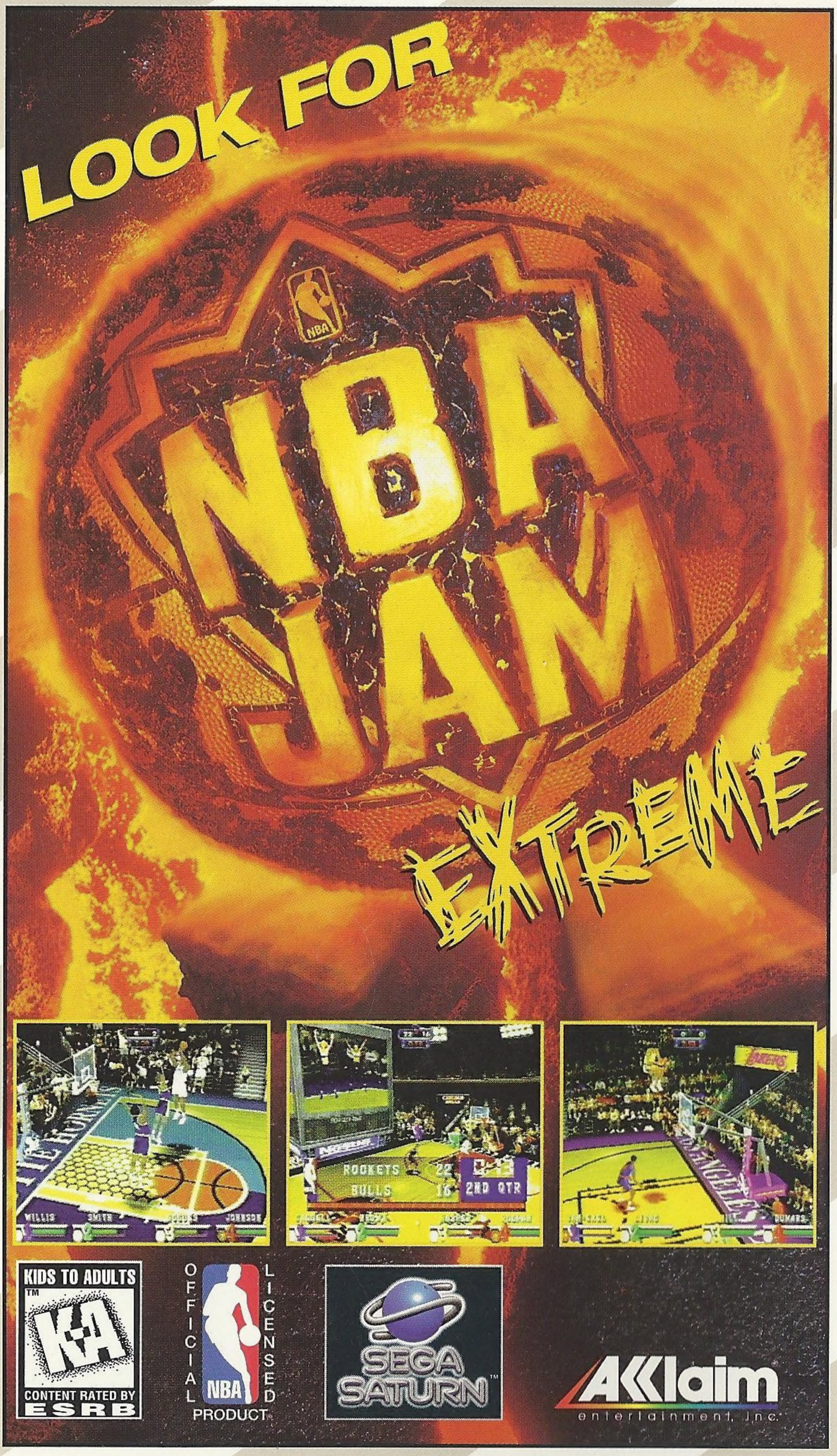

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